

THE GRID

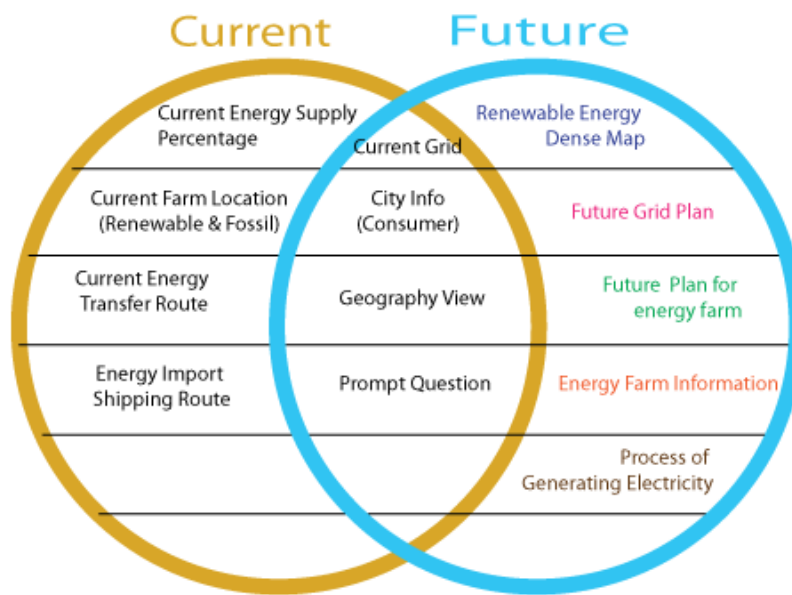
Issue 8
March 9th 2012

Week overview

This week was half semester presentation. The team focused on preparing the presentation as well as creating a demo to show the early stages of the first prototype.

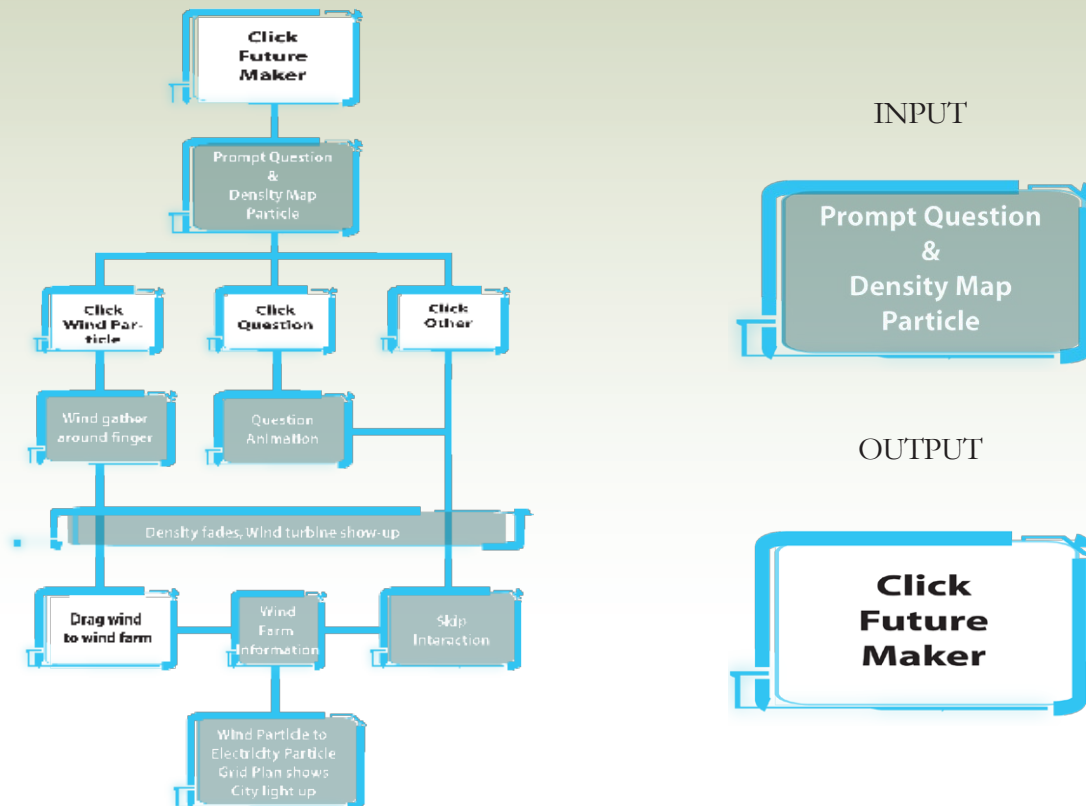
Progress

The Experience team work on being able to show the flow of the experience for the half presentation. Through this process they worked on refining the first prototype and creating a flow chart to organize the experience.



The ven-diagram dividing our content into the layers we foresee

Team: Matt Costa, Ricardo Merchan, Kevin Primm, Eric Salim, and Kai Zhang
Advisor: Shirley J. Saldamarco



The experience flow chart for the future interaction portion

The Technology team worked to get the prototype up and running inside of Unity. They told the visual team how the assets should be created in order for them to work within the experience flow.

The Visual team worked on adjusting all of the artwork into formats that would allow them to be integrated into the prototype. In addition they worked on presenting the visuals in a way that would explain the thought process behind creating them.

Plans

The team is working to get phase one of the prototype ready to playtest for Thursday of the coming week. Experience is set until the playtest is carried out. Visual is continuing to adjust assets as well as create new UI elements. Technology is implementing all of the features needed for this first test.

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